Amendments to the Claims

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. through 21. (canceled)

22.   (currently amended)   A sports novelty article relating to a famous athlete, the article comprising:

    a)   a computer-generated three-dimensional representation of a ball associated with the sport from which the famous athlete is associated;

    b)   a three-dimensional representation of the face of the famous athlete, the representation of the face being positioned on the representation of the ball such that the ball continues from the face to form the remainder of the athlete's head, wherein at least a portion of the three-dimensional representation of the face protrudes outwardly from the three-dimensional representation of the ball; ~~and~~

    c)   a stand, wherein the combination of the three-dimensional representation of the ball and the three-dimensional representation of the face is configured to fit on the stand, <u>wherein the combination of the three-dimensional representation of the ball and the three-dimensional representation of the face is at least partially hollow,</u> wherein the stand is associated with the sport from which the famous athlete is associated, wherein the stand comprises a three-dimensional representation of one or both of:

    i)   an article used by the famous athlete in the sport from which the famous athlete is associated, or

    ii)   a venue at which the famous athlete plays the sport from which the famous athlete is associated; <u>and</u>

    <u>d)</u>   <u>a figurine representing the body of the famous athlete, wherein the figurine has arms and legs, wherein the combination of the three-</u>

dimensional representation of the ball and the three-dimensional representation of the face is selectively attachable to the figurine, wherein the figurine is configured to fit within the combination of the three-dimensional representation of the ball and the three-dimensional representation of the face, wherein the arms and legs of the figurine comprise joints, wherein the joints comprise three-dimensional representations of the ball associated with the sport from which the famous athlete is associated;

wherein the relative size of the representation of the ball and the representation of the face is such that the ball is generally the size of the representation of the head;

wherein the volume of the ball prior to combination with the face (V_B), the volume of the head prior to the combination of the face with the ball (V_H), and the volume of the face (V_F) are configured to be consistent with the formula:

$$V_B/2 \leq V_H-V_F \leq V_B$$

to result in the combined ball and face being generally the size of the head of the athlete.

23.   (previously presented)   The sports novelty article of claim 22, wherein the three-dimensional representation of the ball has a ball surface, wherein the three-dimensional representation of the face is defined by a continuous facial surface, wherein the continuous facial surface extends beyond the ball surface.

24.   (previously presented)   The sports novelty article of claim 23, wherein the continuous facial surface has a continuous perimeter defining the boundary of the continuous facial surface relative to the ball surface, wherein the continuous facial surface extends beyond the ball surface at the defining perimeter.

25.   (previously presented)   The sports novelty article of claim 22, wherein the three-dimensional representation of the ball is proportional to the represented ball; and wherein the three-dimensional representation of the face is proportional to the represented face of the famous athlete.

26. (previously presented)   The sports novelty article of claim 22, wherein the three-dimensional representation of the face of the famous athlete has been created using a three-dimensional digital model of the face of the famous athlete.

27. (previously presented)   The sports novelty article of claim 26, wherein the three-dimensional digital model of the face of the famous athlete has been obtained by scanning the face of the famous athlete.

28. through 32.   (canceled)

33. (previously presented)   The sports novelty article of claim 22, further comprising voice signal technology including one or more recorded audio signals capable of playback.

34. (previously presented)   The sports novelty article of claim 33, wherein the voice signal technology is configured to recognize speech.

35. (previously presented)   The sports novelty article of claim 22, wherein the three-dimensional representation of the face of the famous athlete comprises a caricature of the famous athlete.

36. (previously presented)   The sports novelty article of claim 22, wherein the combination of the three-dimensional representation of the ball and the three-dimensional representation of the face is fixedly secured to the stand.

37. (previously presented)   The sports novelty article of claim 22, wherein the stand is configured to hold only one combination of a three-dimensional representation of a ball and respective three-dimensional representation of a face.

38. (currently amended)   A novelty article, comprising:

a)   a <u>first</u> three-dimensional representation of the face of a famous person, wherein the three-dimensional representation of the face of the famous person is defined by a continuous facial surface, wherein the continuous facial surface comprises a three-dimensional representation of the eyes, nose, and mouth of the famous person; ~~and~~

b)   <u>a second three-dimensional representation of the face of the famous person; and</u>

~~b)~~   a computer-generated three-dimensional representation of an article of fame associated with the famous person, wherein the three dimensional representation of the article of fame associated with the famous person is defined by a continuous article surface, wherein the three-dimensional representation of the article of fame associated with the famous person is generally proportional to the article of fame associated with the famous person;

wherein the continuous facial surface is integral with the continuous article surface such that the three-dimensional representation of the article of fame continues from the <u>first</u> three-dimensional representation of the face of the famous person to form the remainder of the head of the famous person, wherein the continuous facial surface extends beyond the continuous article surface such that at least a portion of the <u>first</u> three-dimensional representation of the face of the famous person protrudes outwardly from the three-dimensional representation of the article of fame, <u>wherein the second three-dimensional representation of the face of the famous person is integral with a second portion of the three-dimensional representation of the article of fame, wherein the three-dimensional representation of the article of fame is reversible to reveal the second three-dimensional representation of the face of the famous person.</u>

39.   (previously presented)   The novelty article of claim 38, wherein the continuous facial surface has a continuous perimeter defining the continuous facial surface relative to the continuous article surface, wherein the continuous facial surface extends beyond the continuous article surface at the defining perimeter.

40. (previously presented) The novelty article of claim 38, wherein each of the famous person and the article of fame is associated with one or more sports.

41. (currently amended) A novelty article, comprising:
   a) a first three-dimensional representation of the face of a famous person, wherein the three-dimensional representation of the face of the famous person is defined by a continuous facial surface;

   b) a second three dimensional-representation of the face of the famous person;

   b)c) a computer-generated three-dimensional representation of an article of fame associated with the famous person, wherein the three dimensional representation of the article of fame associated with the famous person is defined by an article surface, wherein the continuous facial surface is integral with the article surface such that the three-dimensional representation of the article of fame continues from the first three-dimensional representation of the face of the famous person to form the remainder of the head of the famous person, wherein at least a portion of the first three-dimensional representation of the face of the famous person protrudes outwardly from the three-dimensional representation of the article of fame associated with the famous person, wherein the combination of the first three-dimensional representation of the face of the famous person and the three-dimensional representation of the article of fame associated with the famous person has a hollow portion, wherein the second three-dimensional representation of the face of the famous person is integral with a second portion of the three-dimensional representation of the article of fame, wherein the three-dimensional representation of the article of fame is reversible to reveal the second three-dimensional representation of the face of the famous person; and

   c)d) a computer-generated three-dimensional representation of the body of the famous person, wherein the three-dimensional representation of the body of the famous person is configured to fit within the hollow portion of the

combination of the three-dimensional representations of the face of the famous person and the three-dimensional representation of the article of fame associated with the famous person.

42. (currently amended) The novelty article of claim 41, wherein the three-dimensional representation of the body of the famous person is disproportionate to the first three-dimensional representation of the face of the famous person, wherein the novelty article further comprises:

    a) a three-dimensional representation of the head of the famous person, wherein the three-dimensional representation of the head of the famous person is proportionate to the three-dimensional representation of the body of the famous person.

43. (previously presented) The novelty article of claim 41, wherein each of the famous person and the article of fame is associated with one or more sports.

43. (new) The novelty article of claim 22, wherein the value for V_B is estimated by projecting the surface of the ball to generate an approximate volume, wherein the value for V_H is estimated by projecting the surface of the face to generate an approximate volume.

44. (new) The novelty article of claim 38, wherein the novelty article is formed of an elastomeric material.

45. (new) The novelty article of claim 38, wherein the representation of the article of fame is openable to provide the reversibility of three-dimensional representation of the article of fame.

46. (new) The novelty article of claim 38, wherein the first three-dimensional representation of the face of the famous person comprises a likeness of the famous person, wherein the second three dimensional-representation of the face of the famous person comprises a caricature of the famous person.

47.   (new)   The novelty article of claim 38, wherein the first three-dimensional representation of the face of the famous person is associated with a first sport, wherein the second three-dimensional representation of the face of the famous person is associated with a second sport.